Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Previously Presented) A gaming terminal for conducting a wagering game, comprising:

an input device for receiving a wager input from a player of the gaming terminal;

a display for displaying a game outcome randomly selected from a plurality of game outcomes in a basic game including a start bonus game outcome in response to receiving the wager input;

a physical nonlinear path extending in three dimensions; and

at least one physical movable element for representing a bonus game outcome, the at least one physical moveable element moving along the physical nonlinear path in response to the start bonus game outcome being selected in the basic game.

2. (Canceled)

3. (Canceled)

4. (Currently Amended) The gaming terminal of claim 1 wherein the gaming terminal ~~machine~~ has an amusement park theme.

5. (Currently Amended) The gaming terminal of claim 4 wherein the physical nonlinear path comprises a rollercoaster track, and the at least one physical moveable element comprises at least one rollercoaster car.

6. (Original) The gaming terminal of claim 5 wherein the at least one rollercoaster car comprises a plurality of rollercoaster cars.

7. (Currently Amended) The gaming terminal of claim 1 wherein the at least one physical moveable element comprises a plurality of physical moveable elements.

8. (Currently Amended) The gaming terminal of claim 1 wherein the movement of the at least one physical moveable element along the physical nonlinear path represents a payout corresponding to the selected game outcome.

9. (Currently Amended) The gaming terminal of claim 8 wherein the physical nonlinear path includes a starting point and an ending point, and movement of the at least one physical moveable element along the physical nonlinear path from the starting point to the ending point represents a payout of a predetermined amount.

10. (Currently Amended) The gaming terminal of claim 9 wherein multiple cycles of the at least one physical moveable element along the nonlinear path from the starting point to the ending point represents multiple payouts of the predetermined amount.

11. (Currently Amended) The gaming terminal of claim 9 wherein the starting point is adjacent to the ending point such that the physical nonlinear path forms a continuous loop.

12. (Previously Presented) The gaming terminal of claim 11 wherein the selected bonus game outcome includes a payout amount.

13. (Original) The gaming terminal of claim 12 further including a payout amount indicator for displaying the payout amount.

14. (Original) The gaming terminal of claim 13 wherein the payout indicator is adapted to increment from a first value to a second value, the second value corresponding to the payout amount.

15. (Currently Amended) The gaming terminal of claim 14 wherein the incrementing of the payout indicator commences upon movement of the at least one physical moveable element from the starting point, the incrementing of the payout indicator terminating upon termination of the movement of the at least one physical moveable element.

16. (Currently Amended) The gaming terminal of claim 13 wherein the payout indicator increments for the length of time that the at least one physical movable element is moving along the nonlinear path.

17. (Currently Amended) The gaming terminal of claim 1 further including a memory for storing the plurality of possible game outcomes and information corresponding to the movement of the at least one physical movable element along the nonlinear path for each of the plurality of possible game outcomes.

18. (Previously Presented) The gaming terminal of claim 1 further comprising a central processing unit for randomly selecting the game outcome from the plurality of game outcomes in the basic game, the central processing unit being integral to the gaming terminal.

19. (Previously Presented) The gaming terminal of claim 1 further comprising a central processing unit for randomly selecting the game outcome from the plurality of game outcomes in the basic game, the central processing unit being located outside of the gaming terminal.

20. (Previously Presented) A method of conducting a wagering game on a gaming terminal in a basic game mode and a bonus game mode, the gaming terminal having a physical nonlinear path along which the at least one physical element is moveably engaged for representing a game outcome, the method comprising:

receiving a wager from a player of the gaming terminal;

conducing the wagering game pursuant to the basic game mode;

selecting a basic game outcome from a plurality of possible basic game outcomes that include a start bonus game outcome;

conducting the wagering game pursuant to the bonus game mode in response to the start bonus game outcome being selected;

selecting a bonus game outcome from a plurality of possible bonus game outcomes when conducting the wagering game pursuant to the bonus game mode; and

moving the at least one physical element along the physical nonlinear path, the moving being indicative of the selected bonus game outcome.

21. (Canceled)

22. (Canceled)

23. (Currently Amended) The method of claim 20 wherein the movement of the at least one physical element along the physical nonlinear path represents a bonus game payout corresponding to the selected bonus game outcome.

24. (Original) The method of claim 20 wherein the gaming terminal includes a bonus game payout indicator.

25. (Currently Amended) The method of claim 24 comprising: displaying the selected bonus game outcome with the bonus game payout indicator; and incrementing the bonus game payout indictor while moving the at least one physical element along the physical nonlinear path.

26. (Currently Amended) A method of conducting a wagering game on a gaming terminal, the gaming terminal having a physical nonlinear path along which ~~the~~ at least one physical element is moveably engaged for representing a game outcome, the method comprising:

receiving a wager from a player of the gaming terminal;

selecting a game outcome from a plurality of possible game outcomes; and

moving the at least one moveable physical element along the physical nonlinear path for representing the selected game outcome.

27. (Original) The method of claim 26 wherein selecting a game outcome further comprises selecting information regarding movement of the at least one moveable element along the nonlinear path.

28. (Canceled)

29. (Canceled)

30. (Original) The method of claim 26 wherein the gaming terminal has an amusement park theme.

31. (Currently Amended) The method of claim 26 wherein the at least one moveable physical element comprises a plurality of elements, and the moving further comprises moving the plurality of elements along the physical nonlinear path for representing the selected game outcome.

32. (Currently Amended) The method of claim 26 wherein the movement of the at least one moveable physical element along the physical nonlinear path represents a payout corresponding to the selected game outcome.

33. (Currently Amended) The method of claim 32 wherein the nonlinear path includes a starting point and an ending point, and moving the at least one moveable physical element along the physical nonlinear path from the starting point to the ending point represents a payout of a predetermined amount.

34. (Currently Amended) The method of claim 33 wherein moving the at least one moveable physical element along the physical nonlinear path from the starting point to the ending point comprises a cycle, each cycle of the at least one moveable physical element representing a predetermined amount.

35. (Original) The method of claim 26 wherein selecting a game outcome comprises selecting a game payout amount.

36. (Previously Presented) The method of claim 26 wherein the gaming terminal includes a game payout indicator, the method further comprising displaying the selected game outcome with the game payout indicator.

37. (Currently Amended) The method of claim 36 further comprising incrementing the game payout indicator while moving the at least one moveable physical element along the physical nonlinear path.

38. (Currently Amended) The method of claim 26 wherein the physical nonlinear path extends in three dimensions.